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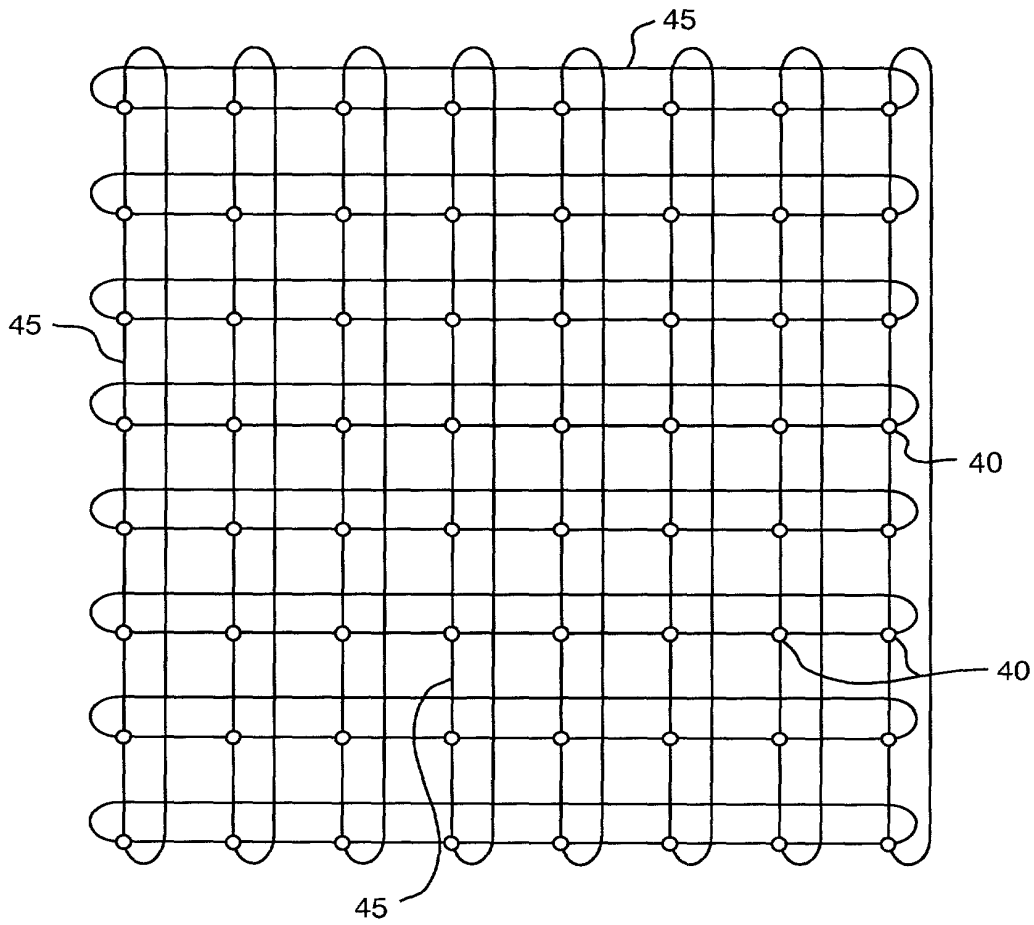


FIG. 1

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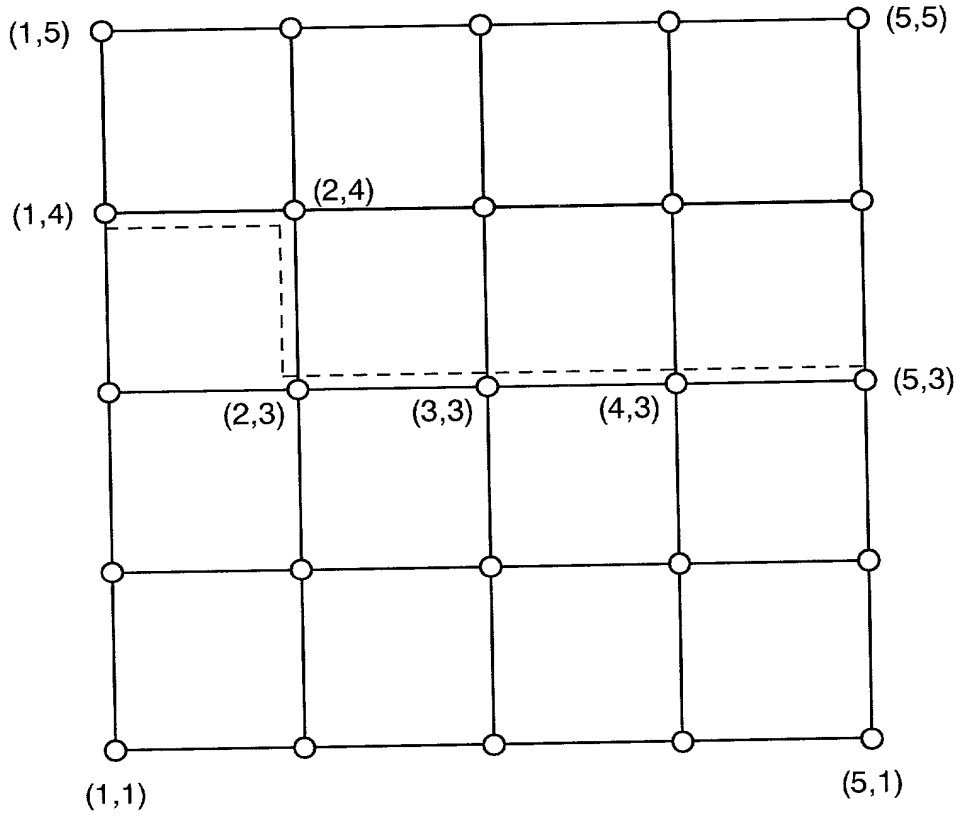


FIG. 2

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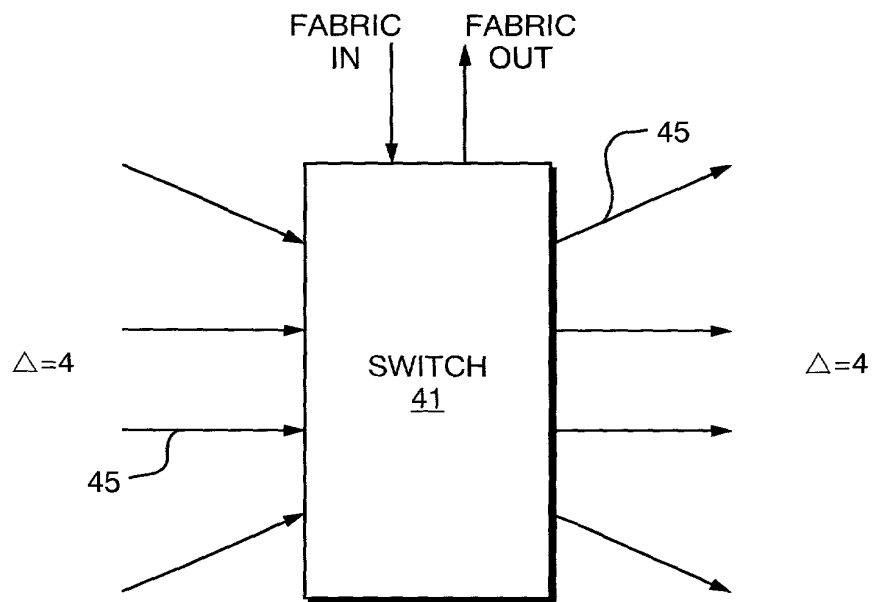


FIG. 3



FIG. 4



FIG. 5

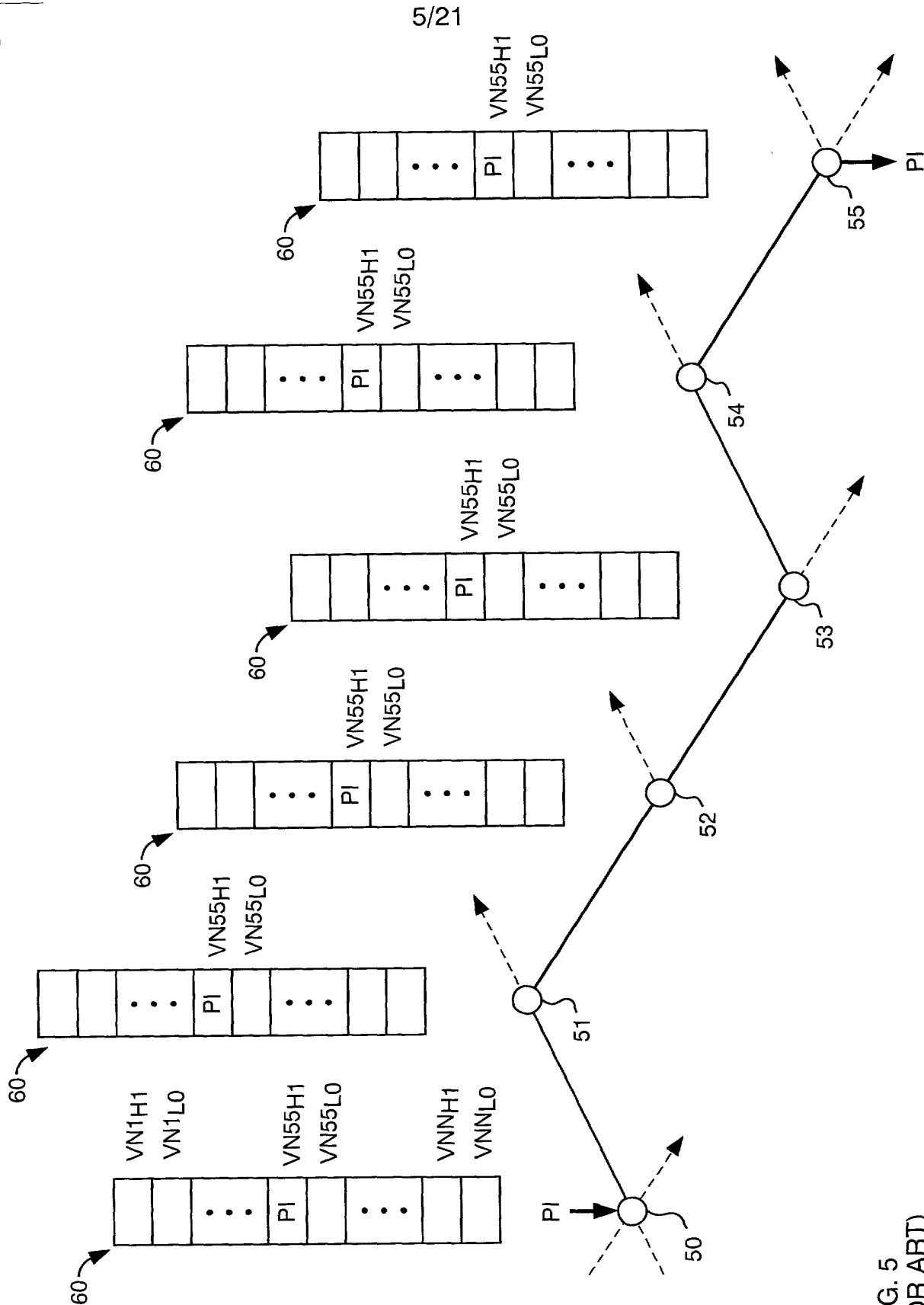


FIG. 5
(PRIOR ART)

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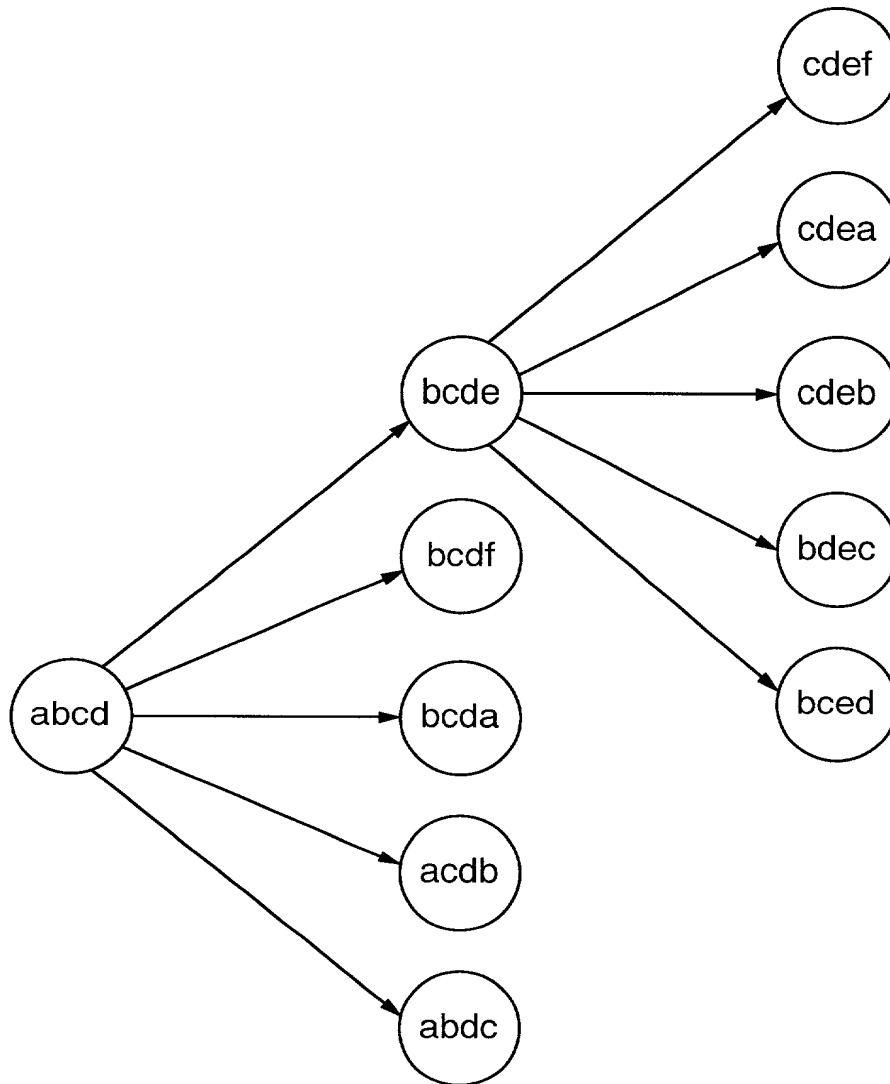


FIG. 6A

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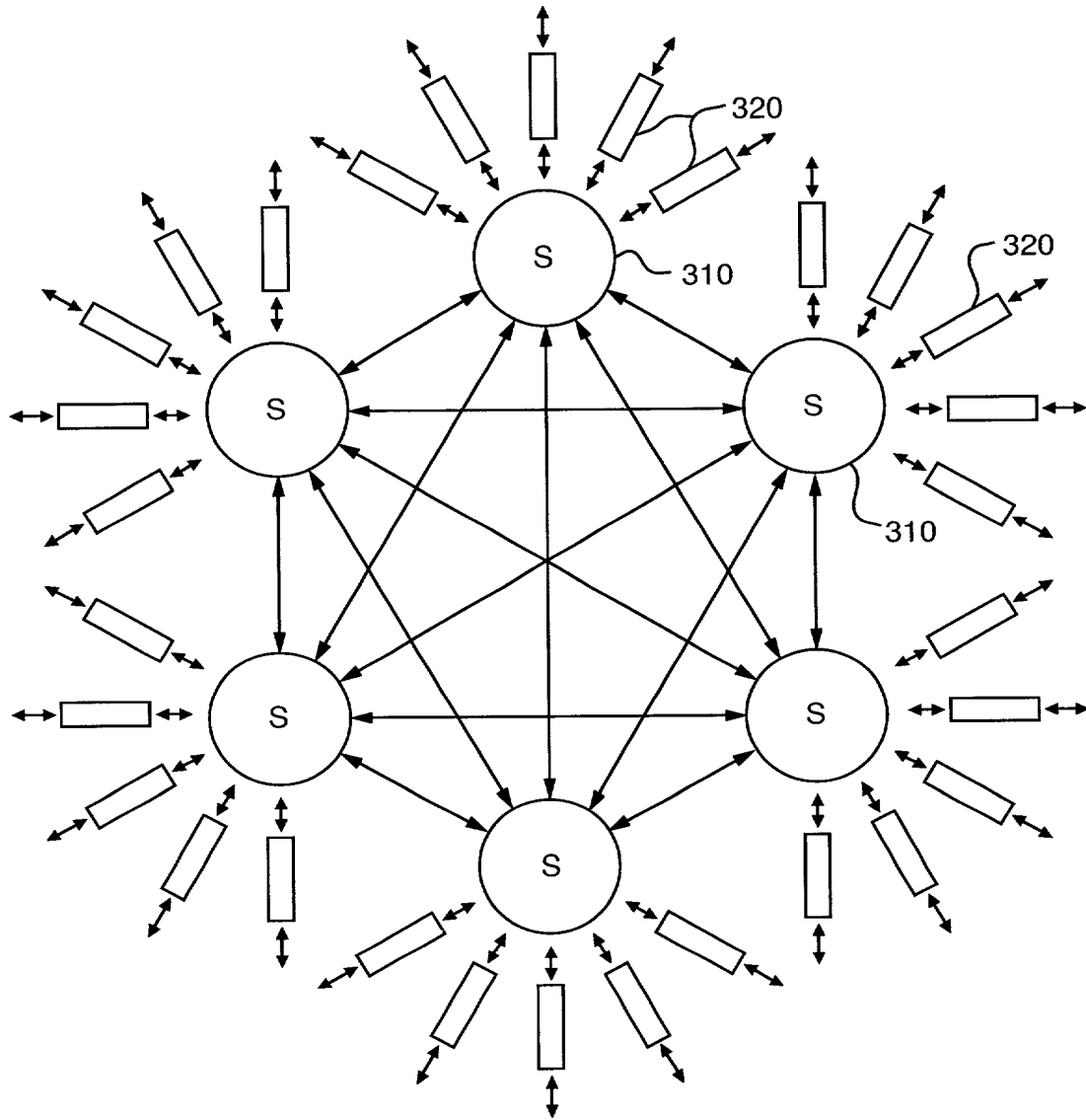


FIG. 6B

FIG. 6B

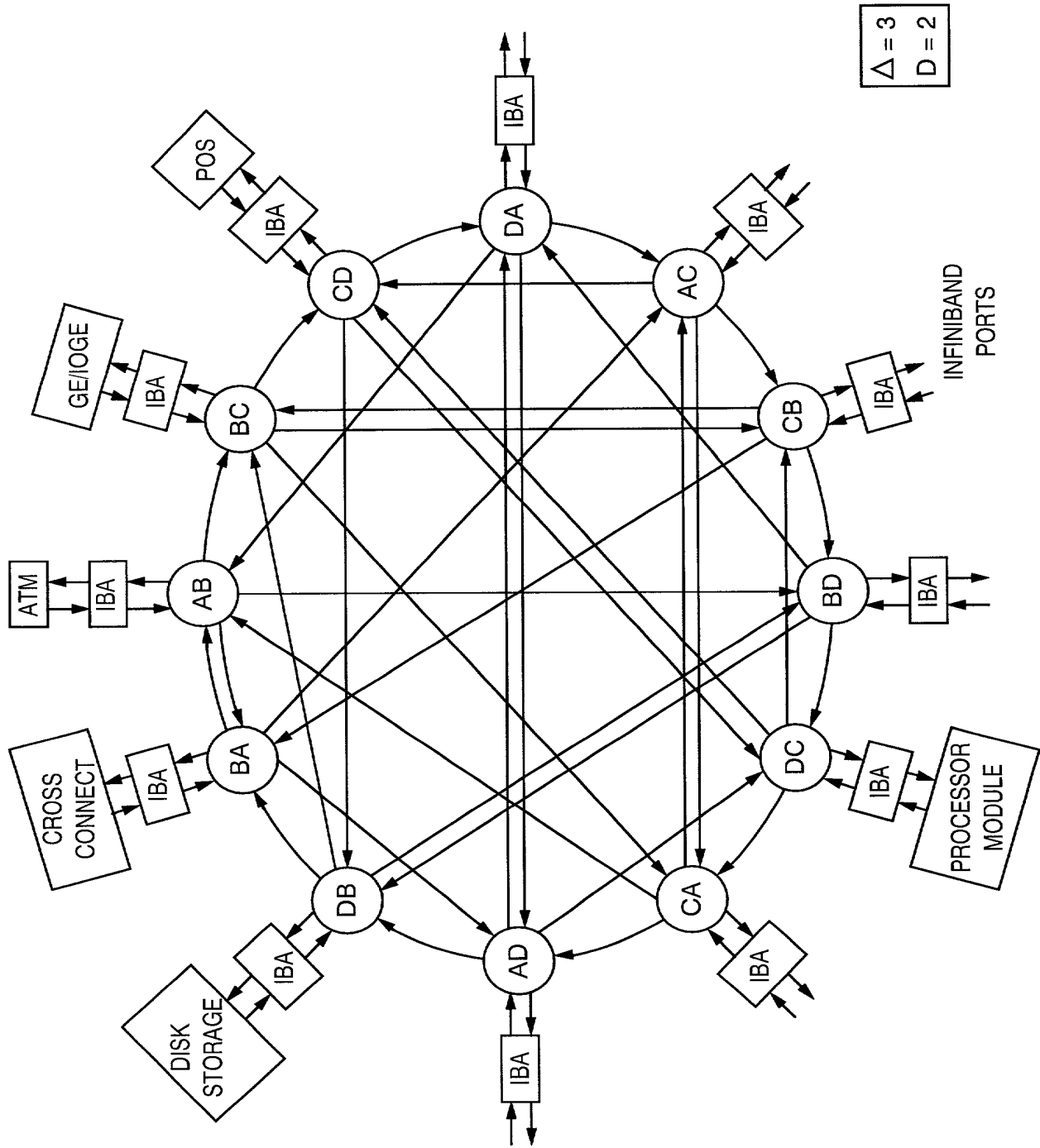


FIG. 7A

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	

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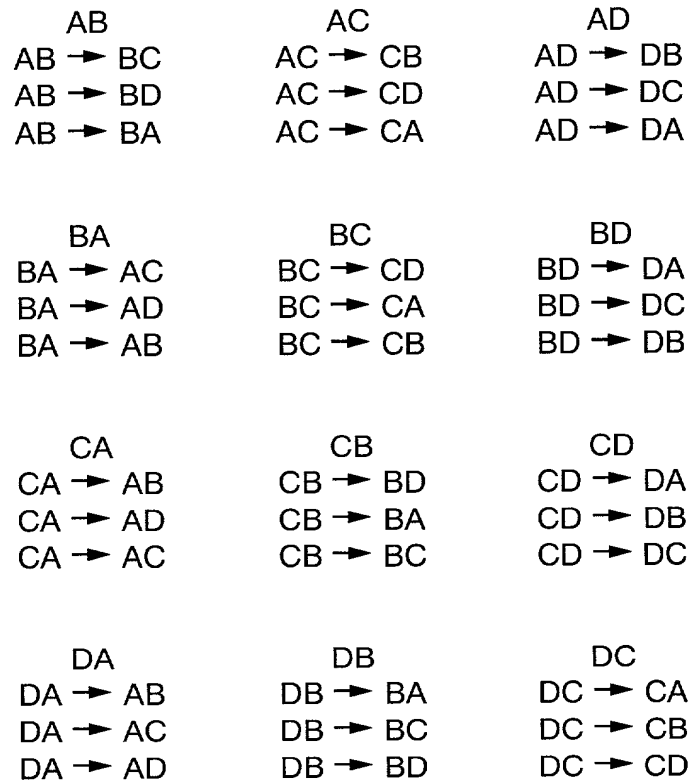


FIG. 7B

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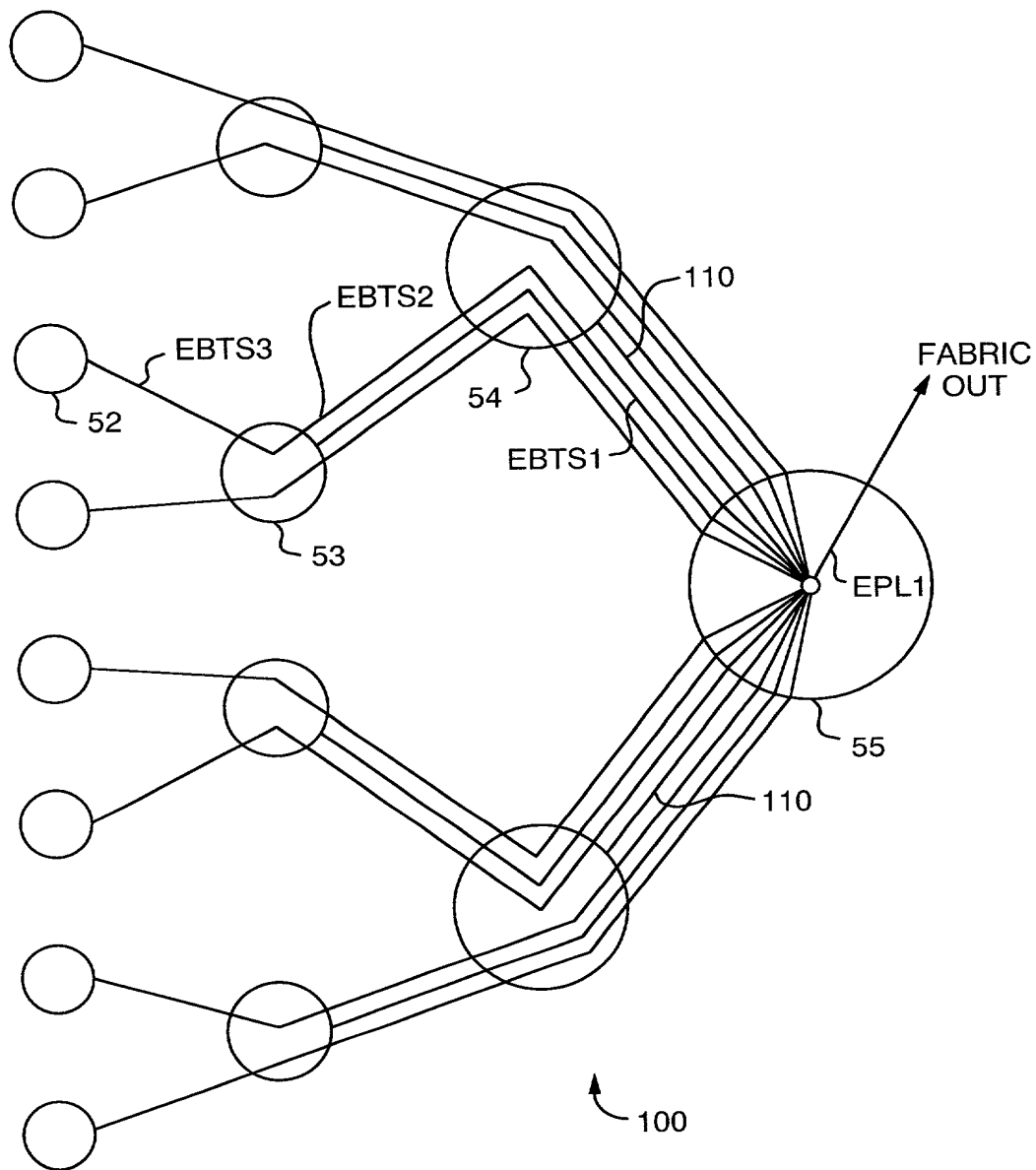


FIG. 8A

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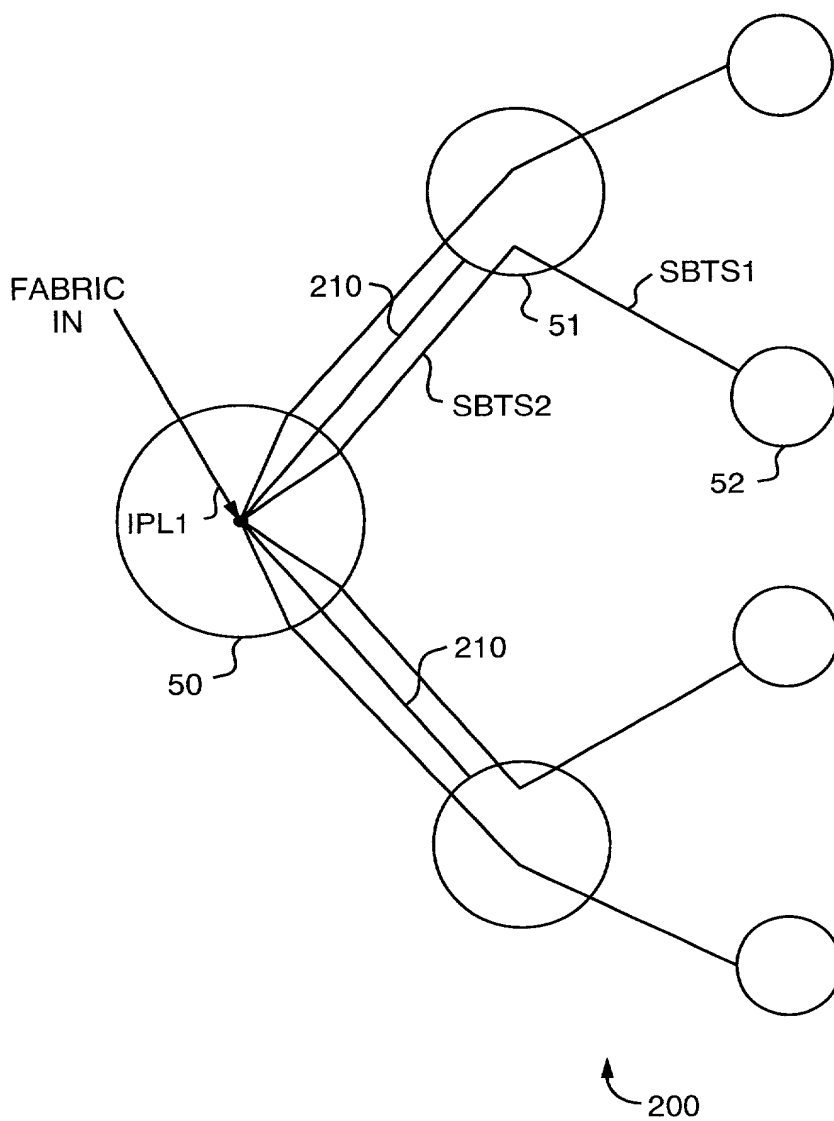


FIG. 8B

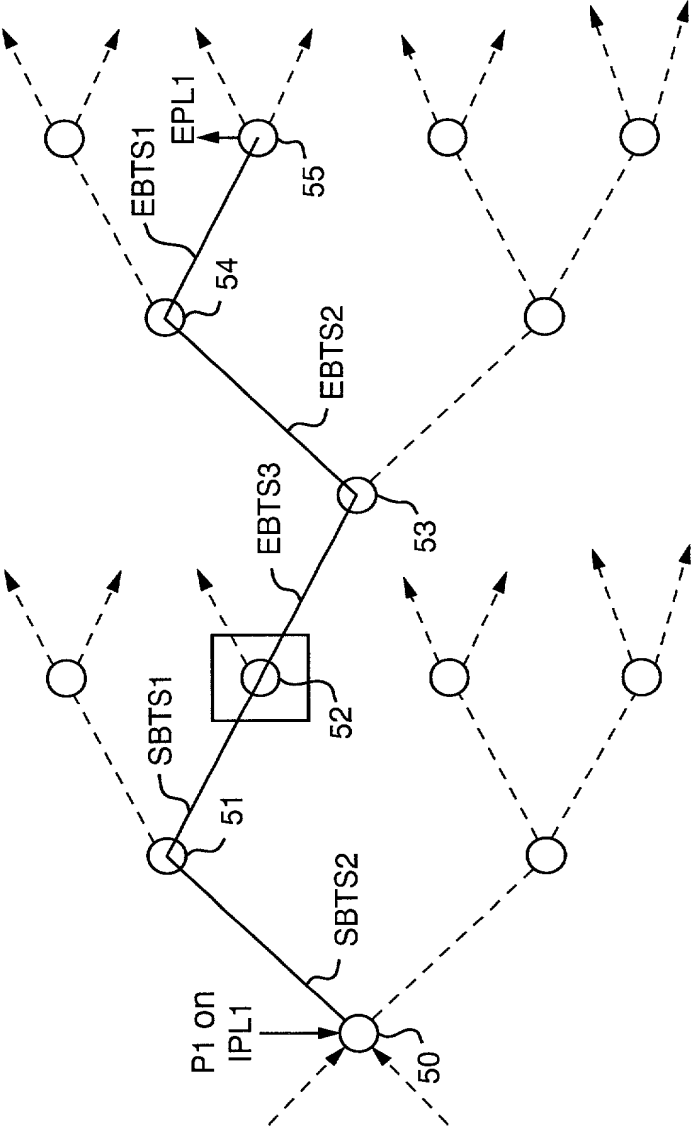


FIG. 9

FIG. 9 is a schematic diagram of a network topology.

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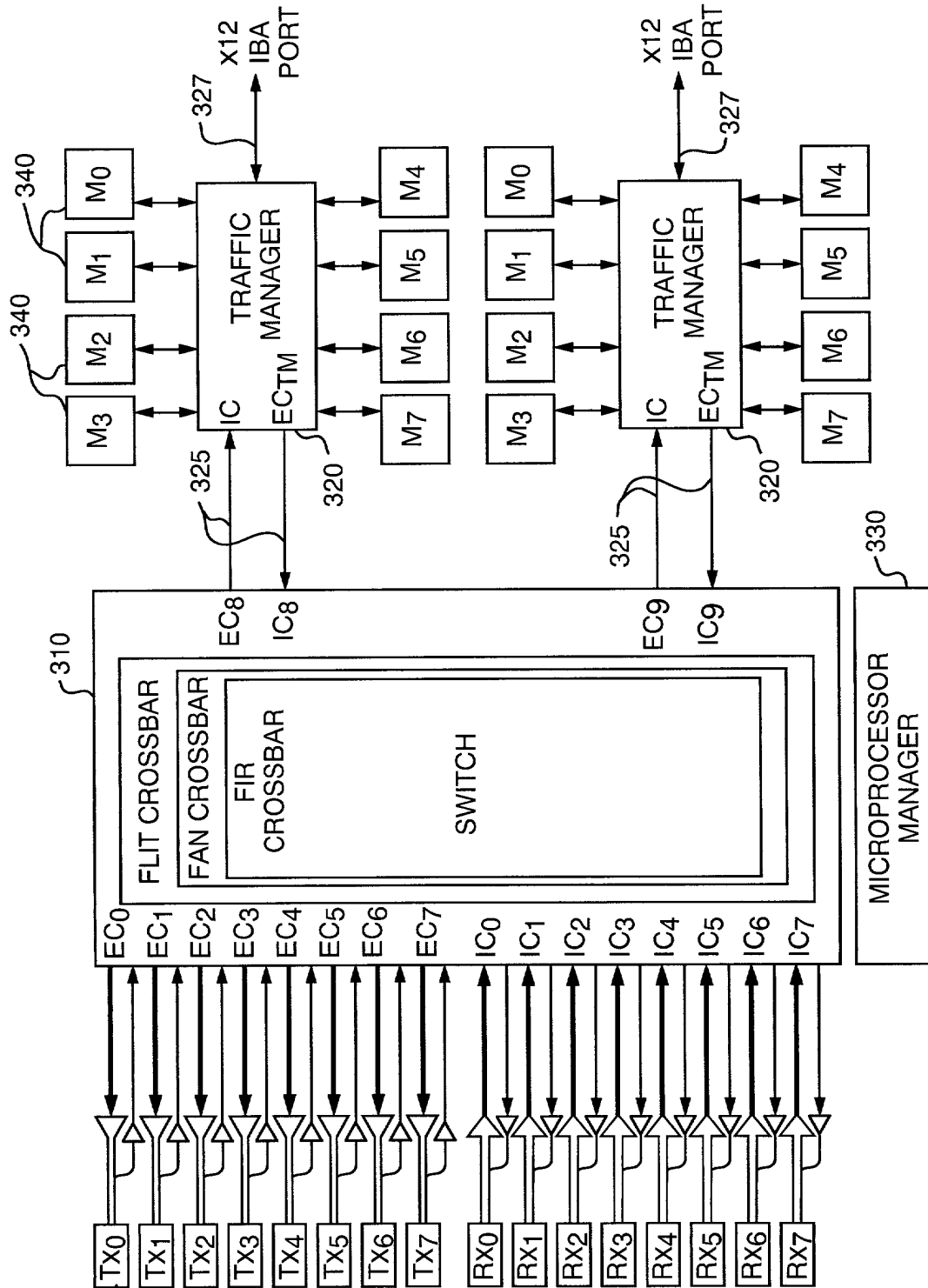


FIG. 10

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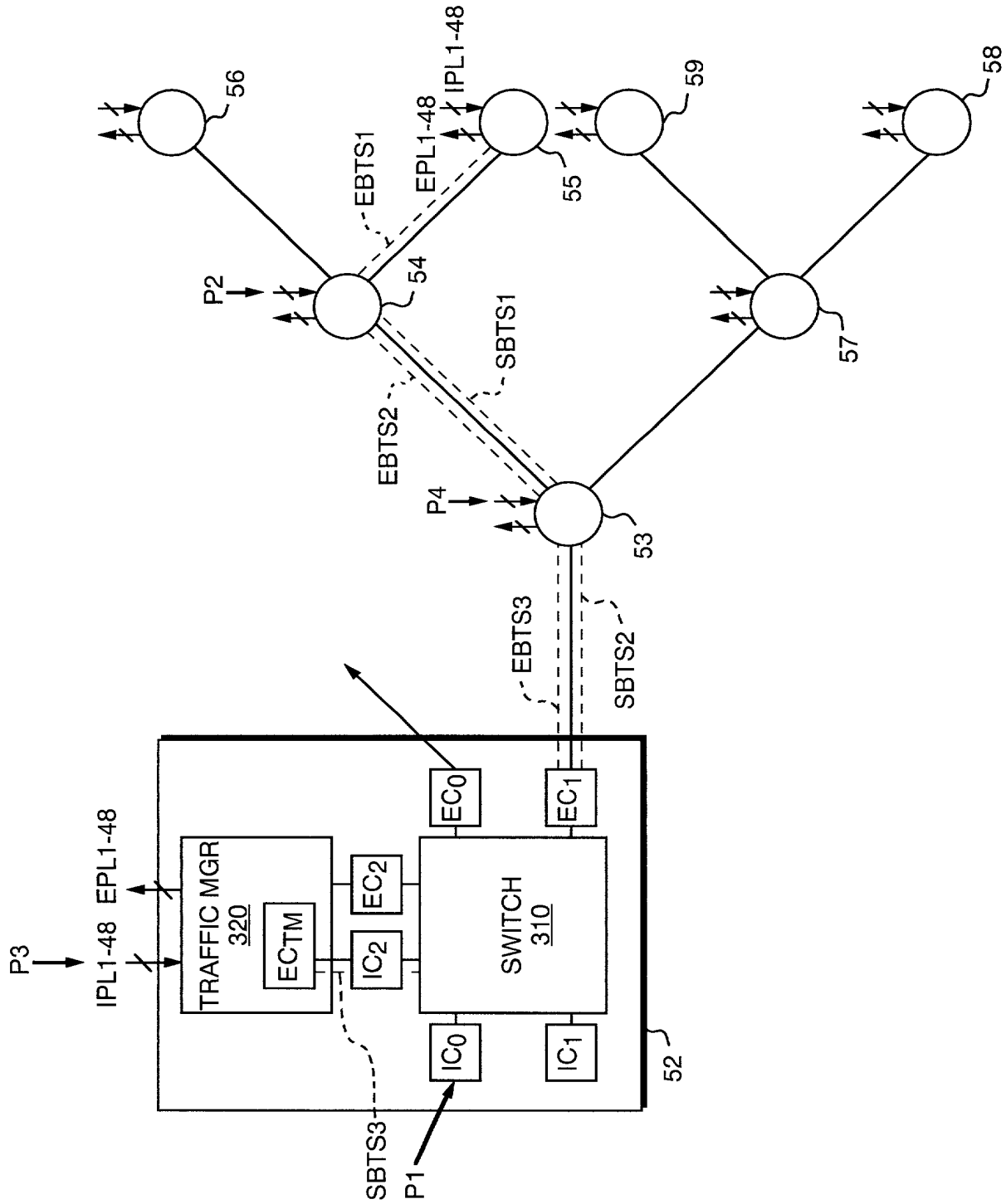


FIG. 11A

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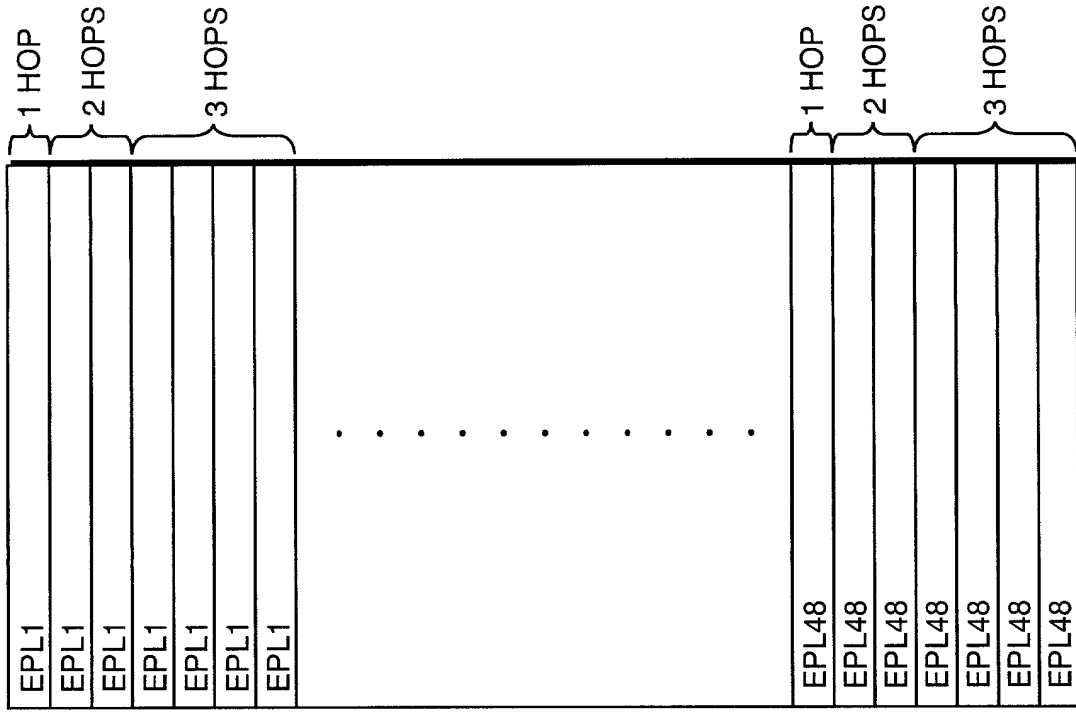


FIG. 11C

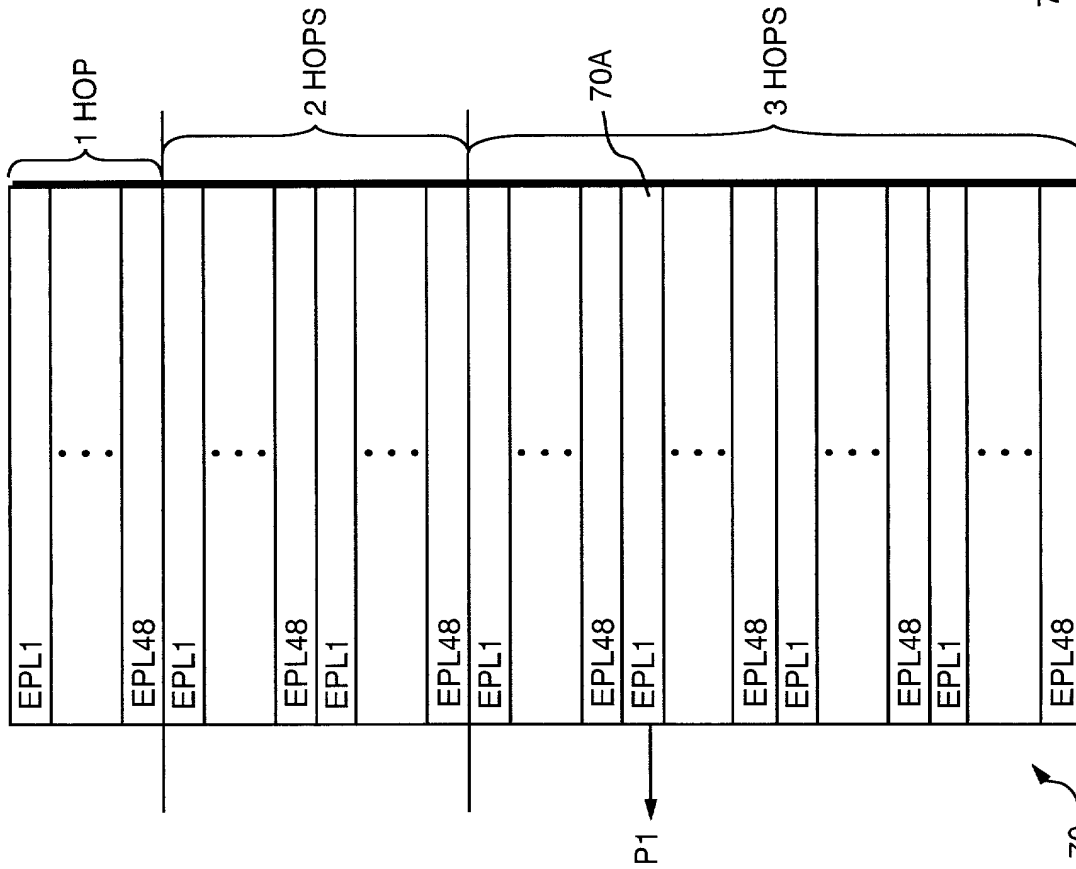


FIG. 11B

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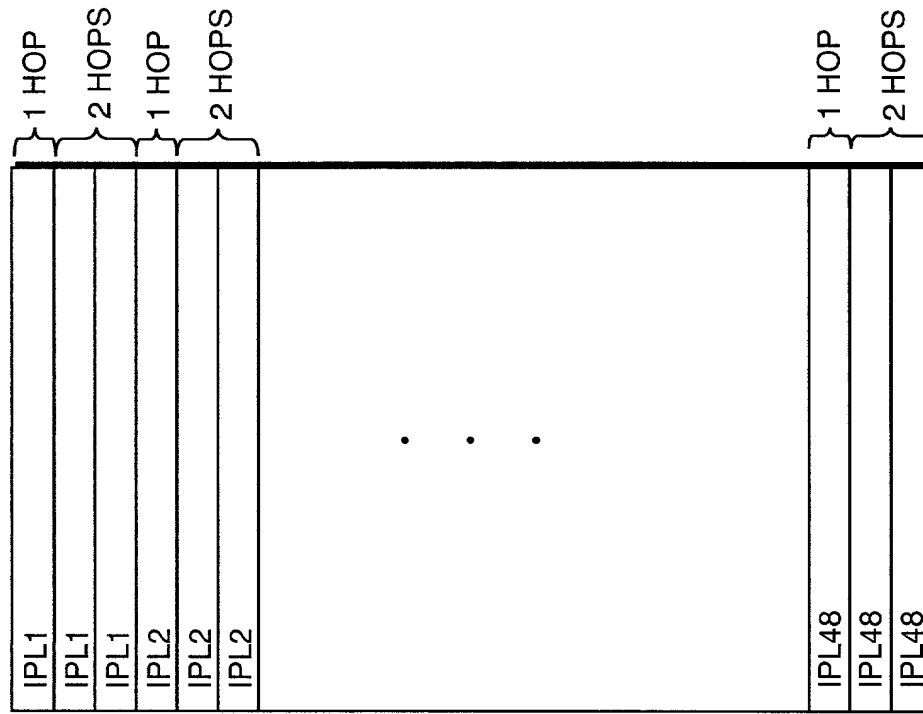


FIG. 11E

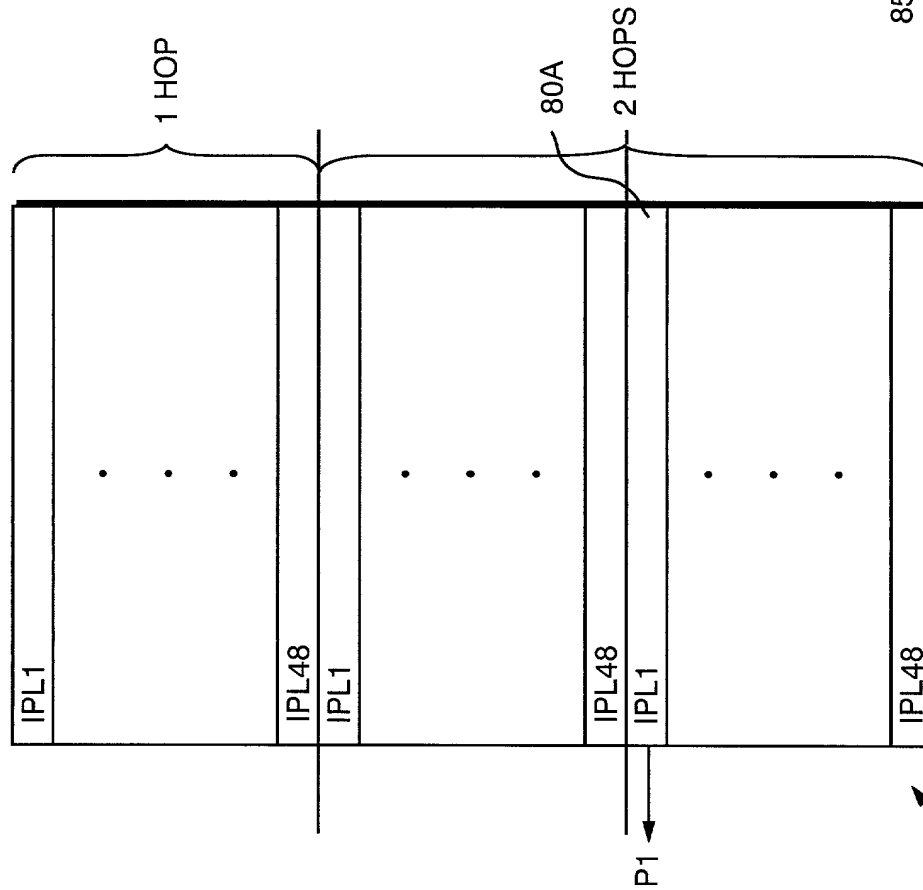


FIG. 11D

FIG. 11A

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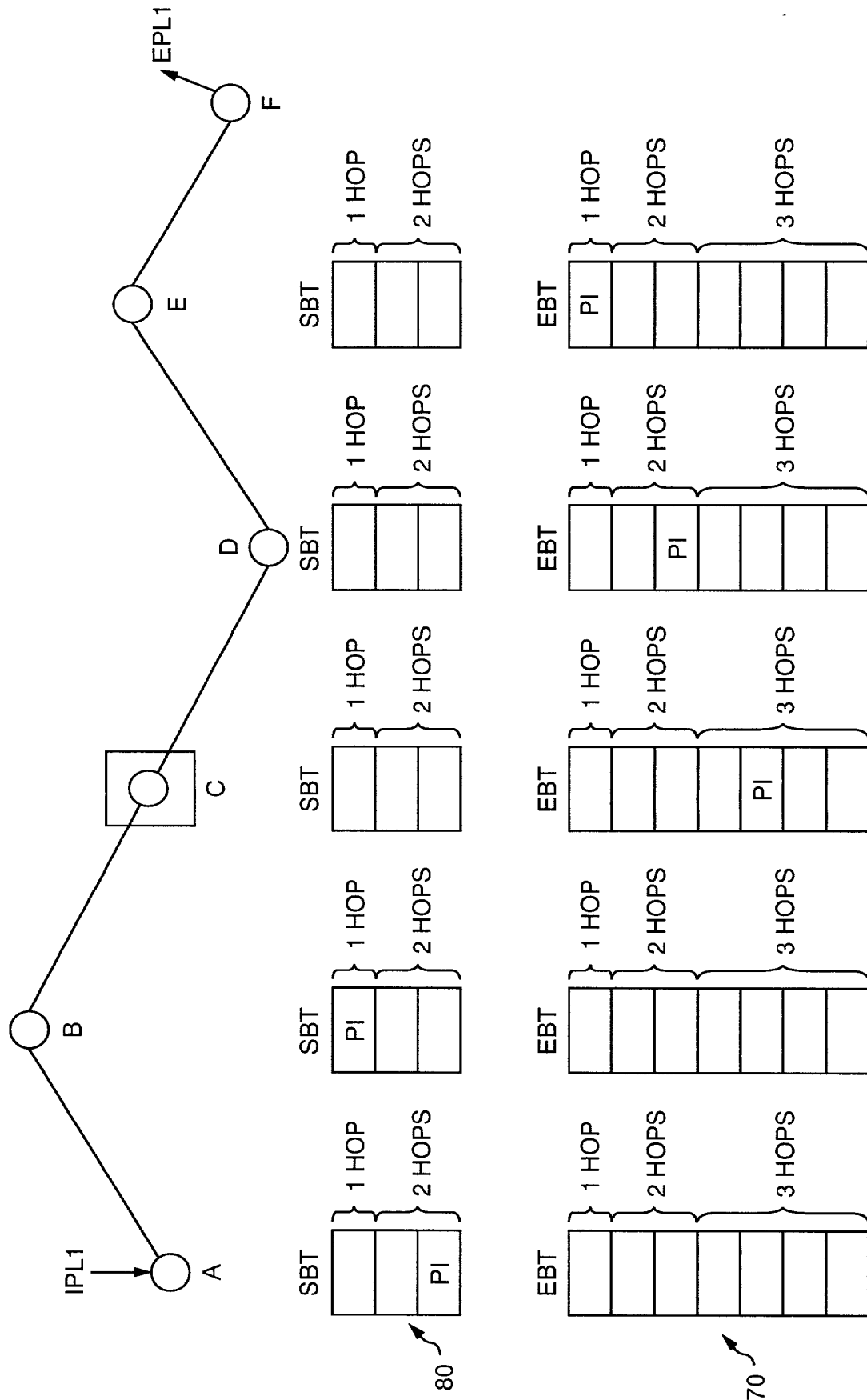


FIG. 11F

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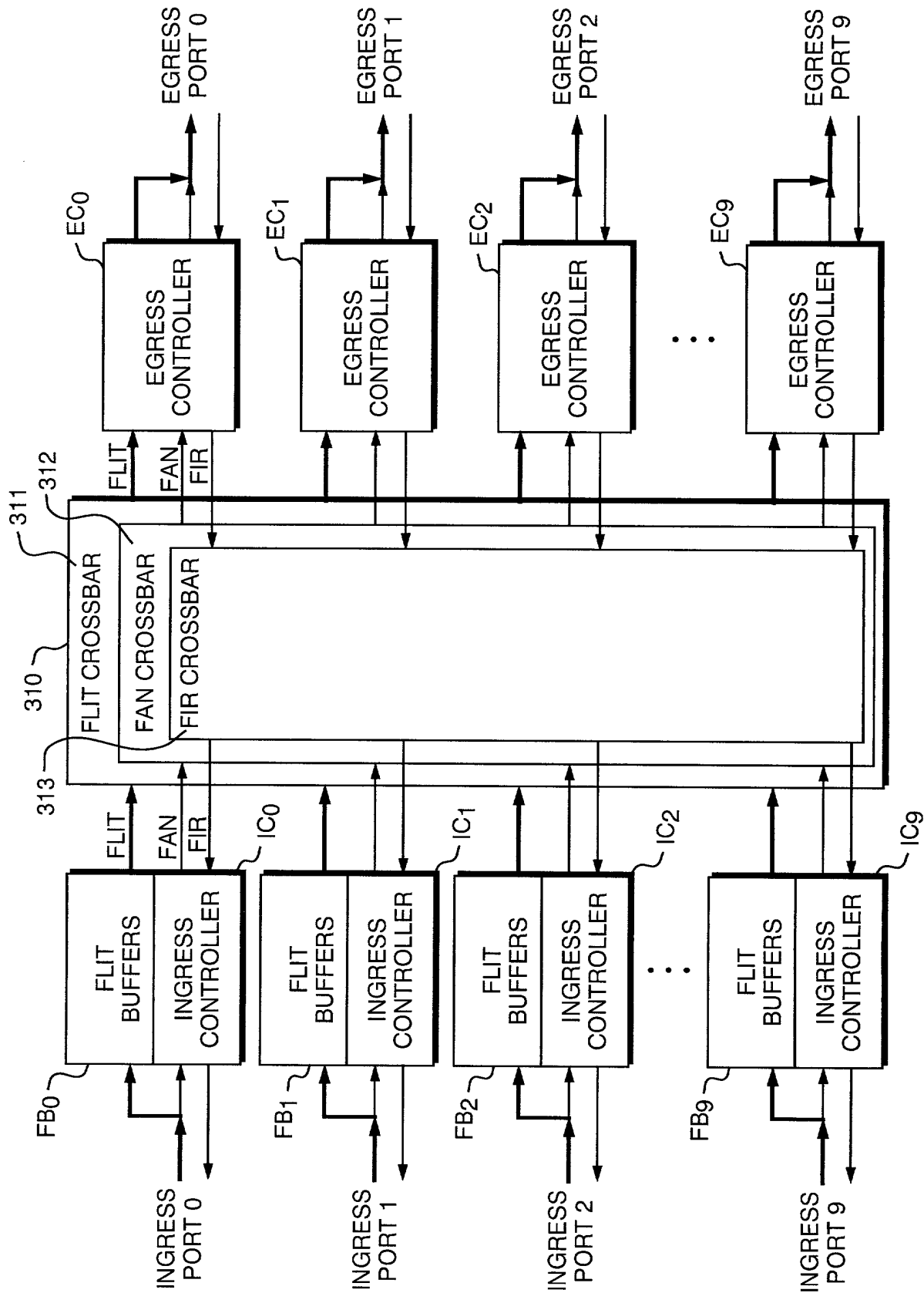


FIG. 12

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CONTROL STRUCTURE	SIZE (IN BITS)	DESCRIPTION
IngressPacketState	1280x35=44,800	EACH IngressPacketState STRUCTURE MANAGES THE STORAGE OF A PARTIALLY RECEIVED PACKET ON ONE OF THE INGRESS PORTS.
EgressLaneState	(128x30=3,480)	EACH EgressLaneState STRUCTURE SUPPLIES INFORMATION USED TO PROCESS RECEIVED CREDITS.
AvailableEgressLane	(128x1)	EACH FLAG INDICATES THAT A PARTICULAR LANE IS AVAILABLE OR IN USE.
FanState	(512x44=22,528)	EACH FanState STRUCTURE HOLDS ONE FAN WAITING TO BE CONVERTED INTO A FIR AND POINTERS WHICH ALLOW CREATING A LINKED LIST OF PACKETS WAITING ON A PARTICULAR CHANNEL AND A LINKED LIST OF FANS COMPRISING A PARTICULAR PACKET.
AvailableFanState	(512x1)	EACH FLAG INDICATES THAT A PARTICULAR LOCAL FANSTATE STRUCTURE IS AVAILABLE OR IN USE.
WaitingForLanes	(2928x1)	EACH FLAG INDICATES THAT A PARTICULAR TUNNEL SEGMENT HAS A PACKET READY TO BE ASSIGNED TO A LANE AS SOON AS ONE BECOMES AVAILABLE.
WaitingForFSM	(2928x1)	EACH FLAG INDICATES THAT A PARTICULAR CHANNEL HAS A FAN READY TO BE CONVERTED INTO A FIR AS SOON AS THE EgressController HAS BANDWIDTH AVAILABLE TO PERFORM THE CONVERSION.
WaitingForFirFifo	(2304x1)	EACH FLAG INDICATES THAT A PARTICULAR LANE HAS A FAN READY TO CONVERT INTO A FIR AS SOON AS ROOM IN THE FIR FIFO BECOMES NON-FULL.
SegmentPointer	(2938x13=38,194)	EACH SegmentPointer POINTS TO A QUEUE OF PACKETS WAITING ON A TUNNEL SEGMENT.

FIG. 13

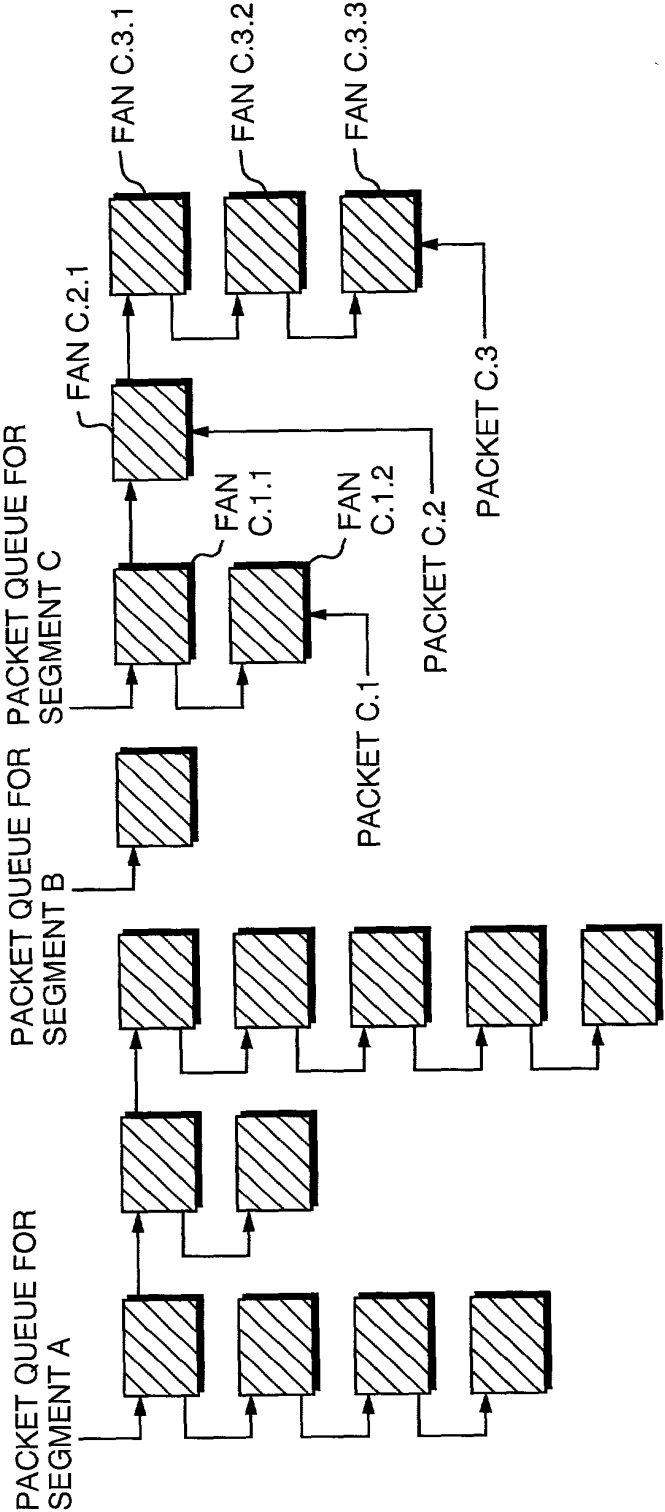


FIG. 14

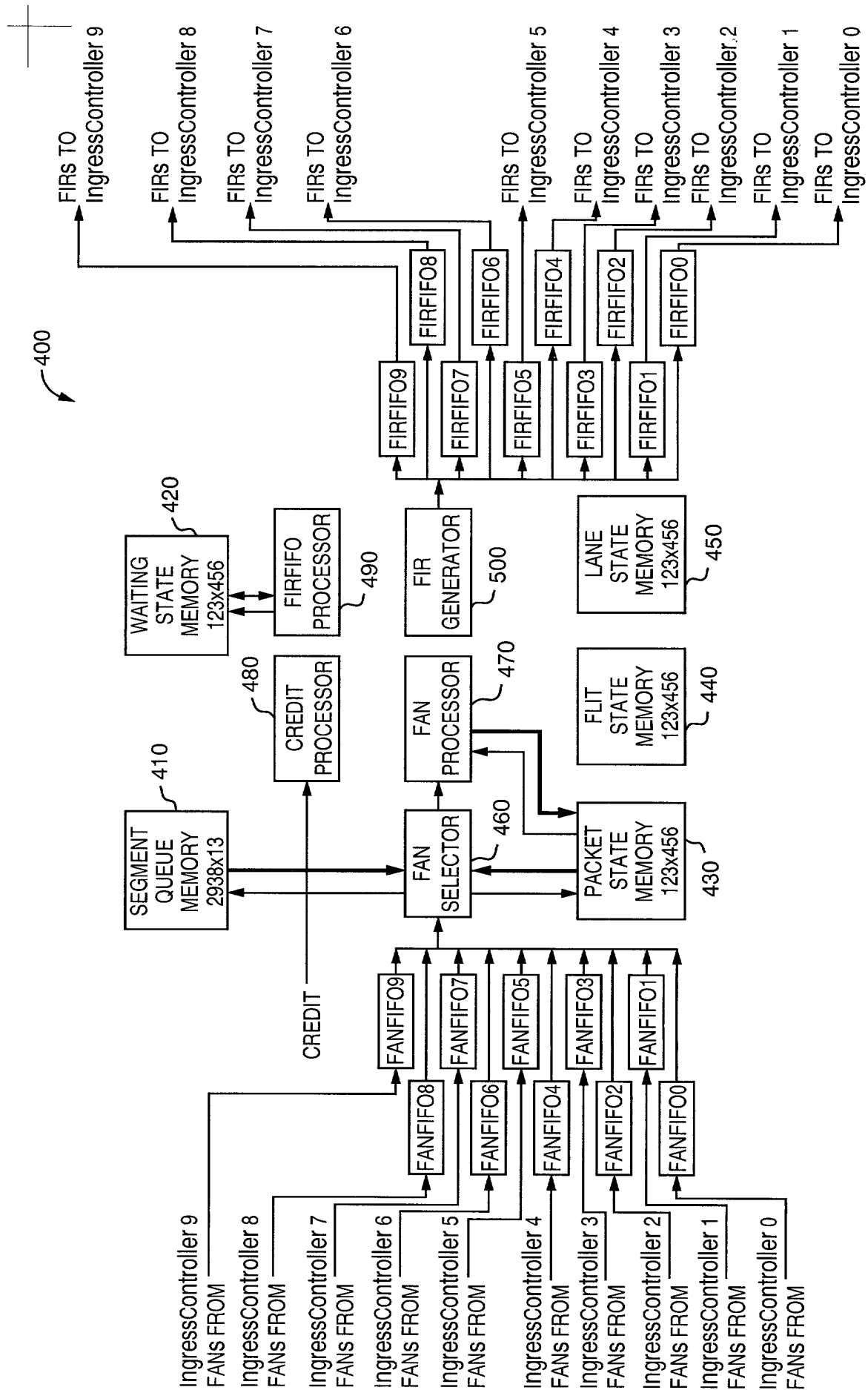


FIG. 15

FIG. 15 is a block diagram of a network switch architecture.